PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01132
PMN-5086-151

ARMY MEN

AIR ATTACK™ 2

REAL COMBAT. PLASTIC MEN.®

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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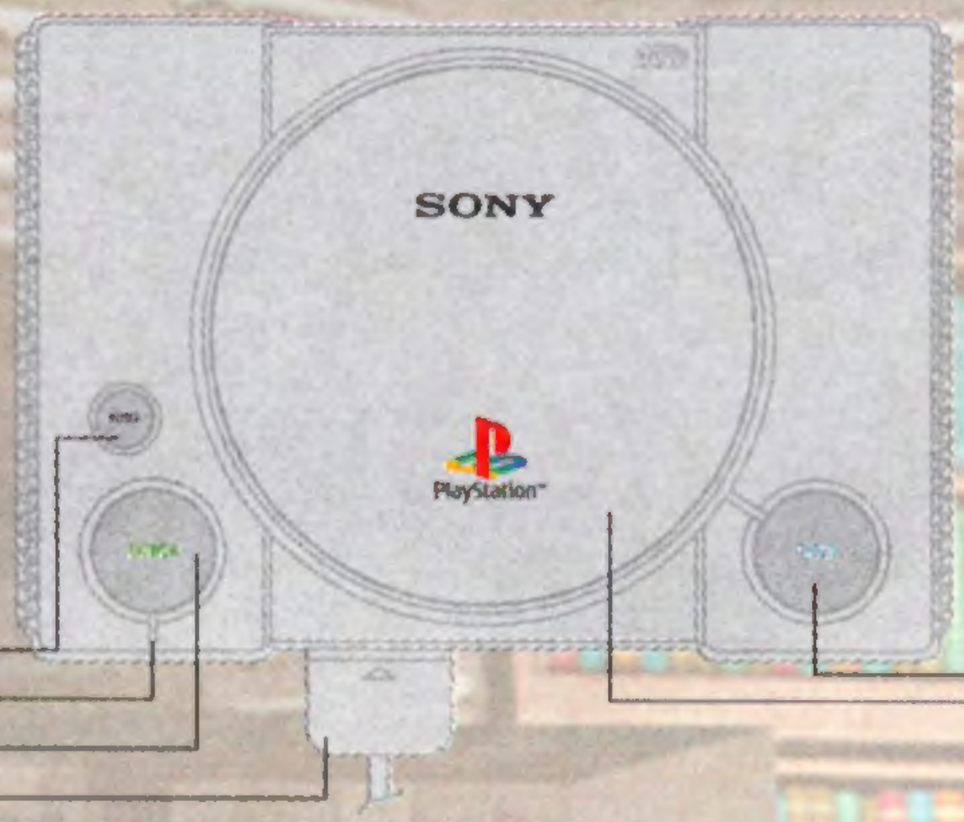
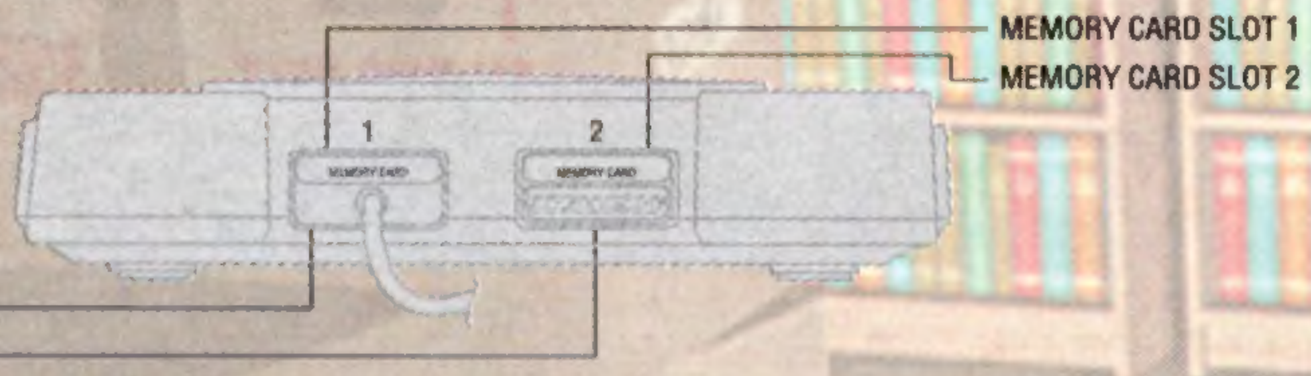
ARMY MEN®

GAME SETUP

Top View



Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Army Men - Air Attack™ 2 disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

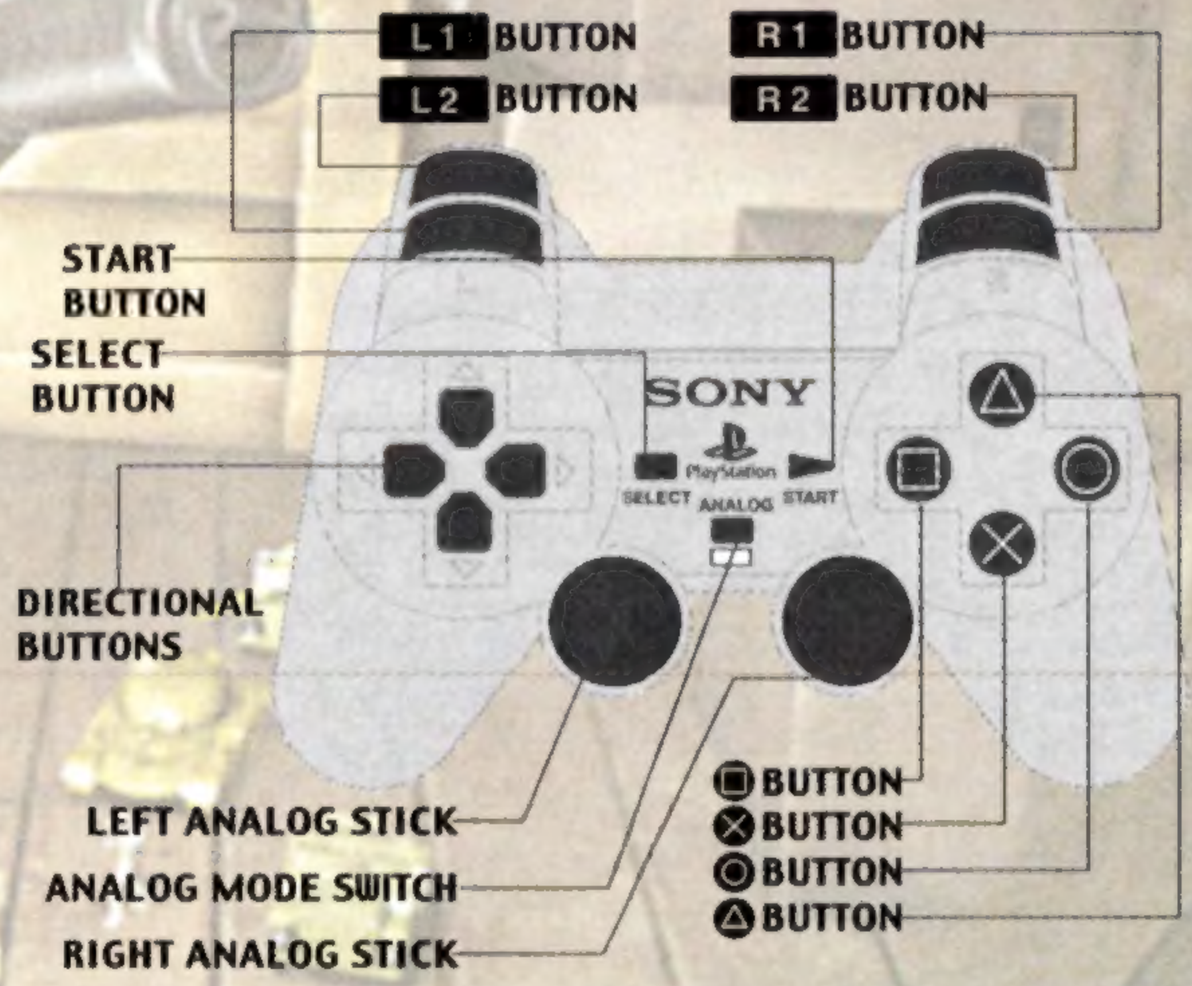
If you wish to load or save information during play, insert a MEMORY CARD with at least 1 free MEMORY CARD block in MEMORY CARD slot 1. See the "Getting Started From the Main Menu" section on page 9 for more details. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power has been turned on.

ARMY MEN®

'COPTER CONTROLS

ARMY MEN - AIR ATTACK 2 DEFAULT CONTROLS

↑ = MOVE FORWARD	△ = FIRE COPILOT WEAPON
↓ = MOVE BACKWARD	✕ = FIRE MACHINE GUNS
← = TURN LEFT	□ = FIRE HELICOPTER WEAPON
→ = TURN RIGHT	○ = WINCH
L1 = STRAFE LEFT	R1 = STRAFE RIGHT
L2 = OVERHEAD RADAR	R2 = LAND BUTTON
SELECT = OVERHEAD RADAR	START = PAUSE GAME



ARMY MEN®

THREAT FROM BOTH SIDES

Assume the role of Captain William Blade, the most highly decorated ace ever to fly a chopper in the service of the Green Army.

As dashing and handsome as Blade may be, this plastic daredevil lets his trigger finger do the talking. A natural in the cockpit, Blade's domination of the skies is unchallenged and his skill unrivaled by anything or anyone the Tan can dish out. Until now, that is.

The infamous Baron Von Beige has risen to become a feared name throughout the Green Nation. None know from whence he came, though rumors hold that Von Beige (a.k.a. the Tan Baron) was created by Plastro himself, who used a special mold which cost a fortune in manpower and resources to create. True to his reputation, the Tan Baron has ruthlessly eliminated all pilots the Green Army has put in the air to date. Colonel Grimm has had enough...it's time to bring out the big guns.

Enter Captain Blade, who will succeed or go down in flames trying to remove the Tan Baron from terrifying the Green Nation.

Equally threatening is the Tan control of the raw resources (Plastic) that the Green Army needs to fuel its armies. Plastro has launched an all out offensive against the supply trains that provide the Green Nation with the vital Plastic it needs to fuel its war effort.

Without this critical resource, the Green will be unable to create the Helicopters, Tanks, and Army Men necessary to wage war against the Tan.

Plastro is tightening his stranglehold on the Green Army's lifeline, and with Baron Von Beige overhead to ensure Tan domination of the skies, the clock is ticking against the Green Nation and Captain Blade. A decisive battle is brewing, and HQ's throwing you smack dab into the middle of the mayhem. The stakes are high, but as Captain Blade, you must steadfastly defend your homeland against the Tan menace and confront the greatest aerial threat you have ever faced — Baron Von Beige.

ARMY MEN®

FACES OF WAR

CAPTAIN WILLIAM (BILL) BLADE

The son of an officer, Blade has known all his life that he has the heart of a pilot. He immediately joined the Alpha Wolf Squadron after graduating at the top of his class. Blade fights for what he believes in and will do whatever is necessary to accomplish his mission. He has a spotless record and a reputation for getting the job done. Blade has proven that he is one of the bravest pilots ever to serve in the Green Army. Living for the thrill of victory, Captain Blade is always optimistic and will take chances when necessary, especially to save Green lives.

COLONEL GRIMM

The commander of the Green Forces, Grimm knows the glory and pain of battle and feels the weight of an entire nation bearing down upon his shoulders. Victory will be his at any price, but Grimm won't see his troops sacrificed in vain.

SERGEANT HAWK – "SARGE"

Sarge is the Bravo Company Commando's unquestioned leader, a veteran who sees more action in any given campaign than most plastic grunts will ever witness. He's an experienced soldier, whose assistance always proves invaluable.

GENERAL PLASTRO

Plastro, the sadistic, diabolical mastermind at the helm of the Tan Army, rules with an iron hand and a heart so cold that it freezes would-be heroes solid in their tracks.

BARON VON BEIGE – "THE TAN BARON"

The so-called Tan Baron is Plastro's second in command. Besides being the Tan Army's best pilot, he is often put in charge of Plastro's most important "special" projects. But the Baron is most comfortable when it's just himself and a hated foe squaring off in a deadly aerial dance of twists and turns, trading gunfire and insults until the Baron's the only one left in the sky.

In combat, Von Beige locks onto one target at a time, because with him, each battle's personal. He's tenacious in his pursuit to the point where the destruction of a single target becomes his sole obsession.

Dark, frighteningly focused, mysterious, and masterful, he's the linchpin of the Tan Army's offensive.

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COPILOTS

Take heart, soldier, you're not alone in the battle against Baron Von Beige and the Tan Army. A Copilot will fly at your side throughout the missions. With this band of capable recruits, your mission to take out the Tan Army will be much easier. Each Copilot comes packing his/her own specific weapon, and each weapon has different strengths and weaknesses, so choose your partner wisely before each mission. There are four different Copilots from which to choose. You will get the chance to choose a different Copilot at the beginning of every mission.

LT. FELICITY WANNAMAKER "BOMBSHELL"

Bombshell has dreamt her whole life of sharing the cockpit with her one true love, Captain Blade. She'll do anything necessary to impress him, even though it may jeopardize the completion of the mission. Bombshell can melt any plastic soldier's heart with her specialty weapon, Napalm. Napalm is geared toward taking out heavily armored units or Tan bases.

LT. TYRONE LIVINGSTON "WOODSTOCK"

Blade's best friend in the squad, Woodstock can always be counted on to pull Captain out of a tough situation. Though easygoing most of the time, he's laid to rest many a Tan soldier in the heat of battle. Woodstock's specialty weapon is the Green Paratroopers. These brave, self-sacrificing individuals are perfect for long-range attacks, because they chase down and destroy any enemy unit they see.

LT. JASON LARKIN "HARDCORE"

Nobody loves a massive firefight more than Hardcore. An adrenaline junkie through and through, combat brings out the best in him. Hardcore really struts his stuff when it comes to taking out multiple units. That's why the Swarm Rockets are this hotshot's weapon of choice. Even the most agile Tan units can't escape when four separate homing rockets are headed their way.

LT. JOHN LAWLESS "HOOLIGAN"

Don't be fooled by the name. In the heat of battle, Hooligan's all business. Who do you call when you need superior firepower? Hooligan and his Air Strike specialty, that's who. Hooligan practices his crowd control technique, using devastating Air Strikes that pepper the ground with bombs and leave enemy forces reeling. Hooligan is perfect for taking out large waves of oncoming Tan units.

ARMY MEN

GETTING STARTED FROM THE MAIN MENU

Within all menu screens, use the ↑/↓ Directional buttons to highlight and press the ⊗ button to select an item. You can also press the ◉ button to bring up the Help Window. Selections are as follows:

CAMPAIGN

Select this item to begin playing the game with the current default configuration. You can choose between Single Player and Co-operative modes of play.

OFFICER'S CLUB

Select this item to access Officer's Club (Head-to-Head) play. See "Game Modes", on page 11 for more information on gameplay.

CONTINUE GAME

LOAD GAME

Select this option to load a previously saved game from the MEMORY CARD. You will be able to save games on the Mission Debriefing Screen.

PASSWORD

Select this option to begin a game at a higher level by entering a password. Use the ▣, △, ◉, ⊗, and directional buttons to enter the password, the SELECT button to backspace over incorrect entries, and the START button to begin the game designated by the password entered. Passwords can be obtained from the Mission Debriefing Screen.

OPTIONS

Select this item to access the Options screen.

ARMY MEN

OPTIONS

Press the ←/→ directional buttons to highlight and the ⊗ button to access any of the options. You can press the △ button on any of the option screens to return to the previous screen.

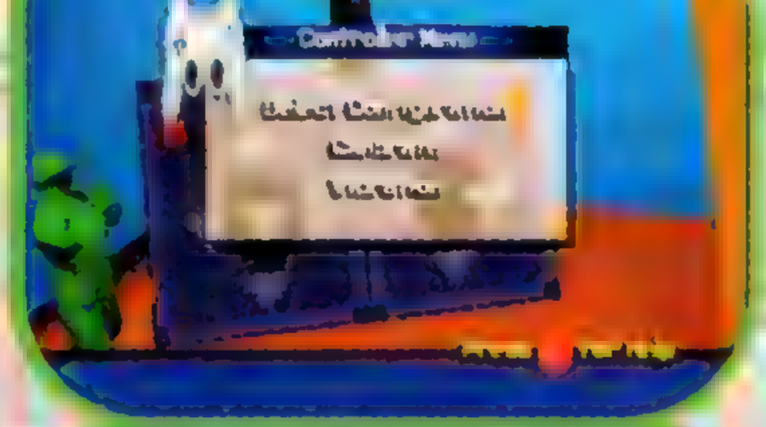
SOUND

Select this option to customize all music and sound effects settings. Use the ↑/↓ directional buttons to highlight an option and the ←/→ directional buttons to adjust the settings. When finished, highlight SAVE CHANGES and press the ⊗ button to confirm the new settings, or select EXIT in the same manner to return to the main options screen without any changes made to the settings.

CONTROLLER

SELECT CONFIGURATION

Access this option to select a controller configuration. Use the ←/→ directional buttons to highlight a configuration and the ⊗ button to confirm it.



CALIBRATE

Allows each player to calibrate the Analog Controller. This option is only available if an Analog Controller is plugged in. Use the ↑/↓ directional buttons to highlight the calibrate option and the ⊗ button to begin calibration.

VIBRATION

Allows each player to turn the DUALSHOCK™ analog controller vibration setting ON or OFF. This option is only available if a DUALSHOCK analog controller is plugged in. Use the ←/→ directional buttons to highlight the vibration setting and the ⊗ button to confirm it.

CREDITS

Select this option to view all game credits.

ARMY MEN®

GAME MODES

These are the different game modes you can choose from:

CAMPAIGN

SINGLE PLAYER MODE

The Single Player mode involves battles that span the entire length of the Army Men–Air Attack 2 campaign and the completion of multiple and varied mission objectives per level. You call the shots and make the tactical decisions necessary to defeat the Tan enemy.

CO-OPERATIVE MODE

In Co-operative mode, both you and a teammate can combine tactical skill and firepower towards the common goal of eradicating the evil Tan Army throughout a Co-operative Campaign.

OFFICER'S CLUB (HEAD-TO-HEAD) MODE

BUG HUNT

Bug Hunt is a game of insect extermination where each player scrambles to eliminate as many insects as possible via any means necessary. Each bug destroyed is worth a different amount of points. The first player to reach 99 points wins.

FOOD FIGHT

Outside of elementary school cafeterias, food has never been so dangerous. Collect different chow-related items and use them to defeat your enemy. Follow the Mission Briefings for specific objectives.

TUG OF WAR

There is a toy somewhere in the world that's been powered down. It needs batteries to get moving again. Your goal is to drop batteries on the toy and resuscitate it. If you drop a battery on the toy, it will move towards your base. If your opponent supplies it with power, the toy will move towards your opponent's base. The first player to power the toy all the way to his or her base wins.

FLAG NAB-IT

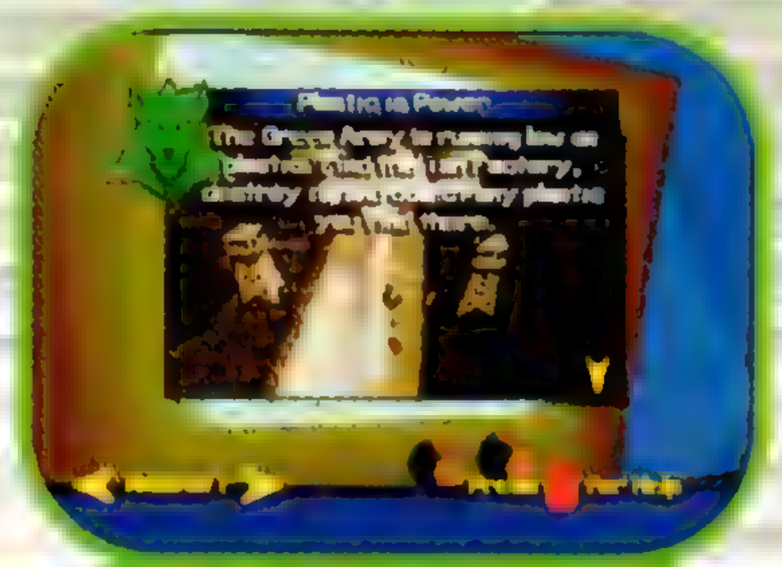
In Flag Nab-It mode, you and another player compete on an occupied map, one side inhabited by the Green (Player 1) and the other side by the Tan (Player 2). The object of the game is to infiltrate enemy lines, find their flag, and transport it back to your base safe and sound.

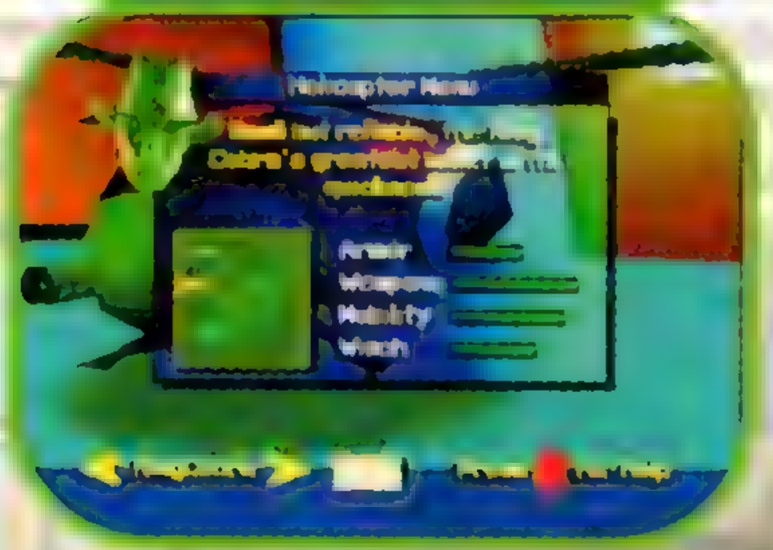
AERIAL ASSAULT

Aerial Assault is a one-on-one duel to the death. The first player to knock his or her opponent out of the sky three times wins. Use every means at your disposal.

ARMY MEN

SELECT SCREENS





BRIEFING

Now it's time to select which daring mission you'll undertake against the enemy. Press the ←/→ directional buttons to highlight a mission and the ⊗ button to select it. Press the ↑/↓ directional buttons to toggle between mission briefing and objectives.

COPILOT

Here you select the wingman, or wingwoman, who'll be watching your back. On screen is a description of each Copilot available. Press the ←/→ directional buttons to highlight a Copilot and the ⊗ button to select. An intelligence file for each Copilot can be found on-screen as well. You can also read more about the Copilots on page 7.

'COPTER

Which flying machine will you choose to lead the Green Army to victory? Press the ←/→ directional buttons to highlight the helicopter of your choice and the ⊗ button to select it.

Refer to the on-screen info for each 'Copter to help you make this crucial decision. For a further description of the types of helicopters available, see page 16.

ARMY MEN

THE HEADS UP DISPLAY

Even though your 'Copter is an advanced piece of plastic, its interface is a cinch to comprehend.

1 — OVERHEAD RADAR

The Overhead Radar appears on the top left of the Heads Up Display (HUD) by pressing the L2 or SELECT button. Your location is marked with a green arrow pointing the direction your 'Copter is facing. The pink icons mark crucial mission objectives, and green, tan, and blue icons mark key Green, Tan and Blue units.

2 — CHARACTER POP UP WINDOW

The Character Pop Up Window appears on-screen only when you are receiving mission specific information from an in-game character. The Character Pop Up Window appears in the lower left corner of the HUD when active. When the Character Pop Up Window appears, be sure to pay close attention, as you will receive information critical to mission completion.

3 — 'COPTER AMMO COUNTER

The Helicopter Ammo Counter keeps track of the number of Helicopter Ammo rounds available. When it reaches zero, you are out of ammo for that particular weapon.

4 — COPILOT AMMO COUNTER

The Copilot Ammo Counter keeps track of the number of Copilot Ammo rounds available. When it reaches zero, you are out of ammo for that particular weapon.

5 — ARMOR METER

The Armor Meter indicates your 'Copter's remaining armor power. If the Tan punches too many holes in your bird, you can kiss that shiny plastic medal goodbye!

ARMY MEN®

PAUSE MENU

Pressing the START button during gameplay brings up the Pause Menu. Use the ↑/↓ directional buttons to highlight an option, the ⊗ button to access an option, and the ←/→ directional buttons to change the setting of an option (where applicable).

RESUME
Select this option to return to the game. Use Resume to return to the game whether you make changes to the Pause Menu options or not.

MISSION OBJECTIVES
Select this option to view all current Mission Objectives.

MUSIC VOLUME
Select this option to increase or decrease the Music Volume.

SOUND EFFECTS VOLUME
Select this option to increase or decrease the Sound Effects Volume.

HUD DISPLAY ON/OFF
Select this to allow the entire HUD to be turned on and off with the L2 or SELECT buttons.

QUIT
Select this option to exit your current mission and return to the Mission Briefing screen.

ARMY MEN

YOUR 'COPTERS

As with the Copilots, each 'Copter comes with its own unique weapon and characteristics.

KING COBRA

The King Cobra is one of the fastest moving and most agile of the helicopters available to the Alpha Wolf Squadron. Though its speed is noticeably affected when carrying heavy loads, an unencumbered King Cobra can sidestep enemy projectiles with relative ease. The King Cobra's specialty weapon is the Homing Rocket.

CHINOOK

The Chinook may not rank amongst the fastest helicopters available, but it can carry a heavy load and take a vicious beating. Its armaments are slightly more powerful than those of the King Cobra to compensate for the 'Copter's loss of agility. The Chinook's specialty weapon is the Roman Candle.

OSPREY

The Osprey's dual wing propeller construction makes it both nimble and able to carry rough loads. While a larger target than other 'Copters, an abundance of extra armor more than makes up for the disadvantage. The Osprey's specialty weapon is the Thunder Bomb launcher.

APACHE

The Apache is the ultimate in modern day helicopter technology. It's fast, sleek, turns on a dime, and has the most powerful weapon and the strongest armor on the market. It can shoulder weighty burdens with little effect on its speed. This is no children's toy. The Apache's specialty weapon is the Laser.

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THE WINCH

The Winch is a cable located on the bottom of every helicopter. It allows you to collect Power-ups and pick up, carry, throw and drop off certain objects. There are two types of objects that you can winch:

- **WORLD OBJECTS**
- **POWER-UPS**

TRANSPORTING WORLD OBJECTS

The Winch can be used to pick up and carry many of the objects in the Army Men world. To winch world objects, such as pieces of food, you must position your 'Copter over the object and press the Winch button to winch it up. You can drop the object you are carrying by pressing the Winch button again. Objects can be lifted, placed and then re-lifted as many times as you want.

In the course of duty, you'll be asked to collect key items for the Green Army, lure insects to strategic locations using specific objects as bait, and collect new technologies from Tan Bases. Objects carried on your winch can also be used to build barricades and shield your 'Copter from enemy fire.

USING THE WINCH AS A WEAPON

The most powerful weapon at your disposal in the war against the Tan Army is the effective use of your Winch. Proper use of the Winch turns any household object into a devastating weapon. Throwing objects at units and other objects may damage and even destroy them.

After you pick up an object on the Winch, rock your 'Copter back and forth to swing the winched object forwards and backwards. As the object sails past your 'Copter, let it rip and watch the damage it does to the Tan!!!

POWER-UPS

Simply press the Winch button to extend the Winch of your 'Copter and fly over the Power-up item. The Winch automatically lifts the Power-up to your 'Copter.

ARMY MEN

PLAYER WEAPONS

There are three classes of weapons available to you during each mission: a Machine Gun, a Helicopter Weapon, and a Copilot Weapon. Which Helicopter Weapon and Copilot Weapon you take into battle is determined by which helicopter and Copilot you select before the mission. Every helicopter comes equipped with a Machine Gun. Each of these weapons is described below:

MACHINE GUNS

The Machine Gun is the tried and true Alpha Wolf Squadron favorite, and has unlimited ammo to boot. While not that strong, it does a magnificent job of mowing down lines of Tan infantry. You can upgrade the power of your Machine Gun by collecting Machine Gun Power-ups.

HELICOPTER SPECIFIC WEAPONS

HOMING ROCKETS

The Homing Rocket is an extremely accurate guided weapon. Once launched, this helicopter harbinger of doom almost never misses its target. Homing Rockets are standard issue on the King Cobra helicopter.

ROMAN CANDLES

Roman Candles are a devastating volley-fire weapon. The increased power of this weapon is offset by its lack of a guidance system. This weapon comes standard issue on the Chinook helicopter.

THUNDER BOMB LAUNCHER

The Thunder Bomb Launcher releases a large-area effect weapon that wipes out concentrations of ground units and other targets. Thunder Bombs are extremely effective against enemy buildings and installations. This weapon comes standard issue on the Osprey helicopter.

LASER

The Laser is a concentrated beam that deals a horrific amount of damage to ground and air units alike. Its sophisticated tracking system makes it just as accurate as it is deadly. The Laser is carried by the Apache helicopter.

COPILOT SPECIALTY WEAPONS

NAPALM

Dropping Napalm bombs causes a series of explosions to roar across a large area of terrain as the effect of the jellied explosives spreads over the land. Bombshell's fiery personality goes hand-in-hand with this red-hot means of mass destruction.

GREEN PARATROOPERS

Firing a flare calls in reinforcement ground units. In response to the signal, three paratrooper M-80 Infantry men will drop from passing planes and commence a kamikaze run against the nearest enemy units. This weapon becomes available when Woodstock is your Copilot.

SWARM ROCKETS

The Swarm Rocket is another powerful tracking weapon. Pulling the trigger causes four individual homing rockets to be launched at one or more soon to be ex-foes. The sheer volume of these powerful rockets makes this the ideal weapon for crowd control. Swarm Rockets are the specialty weapon for Hardcore.

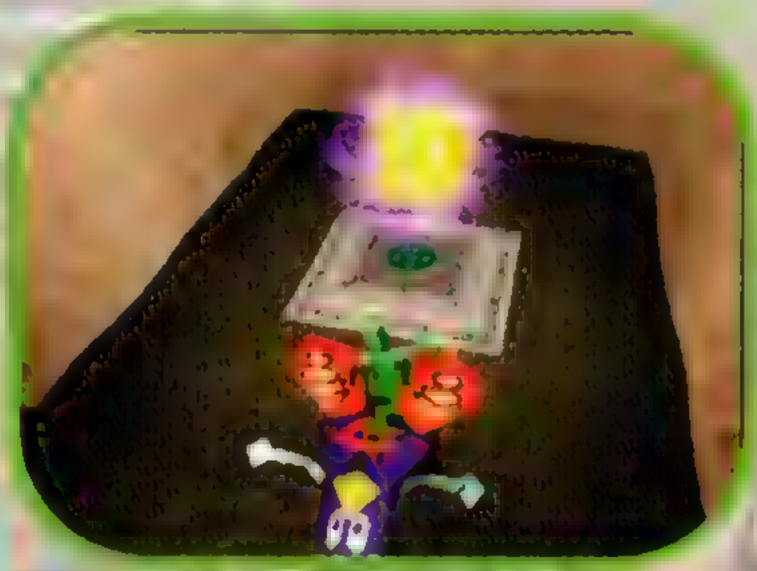
AIR STRIKE

Calling in an Air Strike releases multiple air-to-ground missiles from Green Army planes flying overhead. Air Strikes will decimate any air or ground unit in the nearby area. Hooligan must be selected as your Copilot before you can shower down death from above.

ARMY MEN

PORTALS

These mysterious gateways facilitate travel between "Our World" (the world of the human giants) and "Their World" (the Army Men world). General Plastro discovered these strange portals and has been using them ever since to ferry weapons of mass destruction between the two universes. Many of your missions will involve transporting inanimate objects from "Our World" and bringing them to life in the battle against the Tan in "Their World". Keep an eye open for these portals.



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POWER-UPS

Power-ups are boxes that sit on the ground and provide ammo or special abilities for your 'Copter when acquired. To activate a Power-up, simply fly over it. As you pass over the Power-up, extend your winch and it will attach itself to the Power-up and hoist it into your waiting arms. Power-ups are usually hidden within objects in the world. There are three types of Power-ups: Weapon, Armor and Special Power-ups.

WEAPON POWER-UPS

Weapon Power-Ups will either add ammo to your 'Copter and Copilot's ammo reserve or upgrade your machine gun. There are three Weapon Power-ups that can be collected:

MACHINE GUN POWER-UPS

Machine Gun Power-ups increase the power of your standard machine gun. Collect a Machine Gun Power-up to add an extra stream of bullets when the Machine Gun is fired. When the helicopter is firing three bullet streams in total, it's at maximum strength.

HELICOPTER WEAPON POWER-UPS

This adds extra ammo to your Helicopter Weapon's ammo count.

COPILOT WEAPON POWER-UPS

This adds extra ammo to your Copilot Weapon's ammo count.

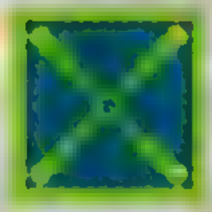
ARMOR POWER-UPS

Armor Power-ups will restore your depleted shields in 25%, 50%, or 100% increments.

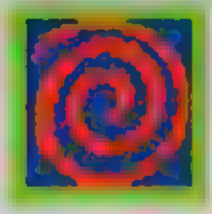
SPECIAL POWER-UPS

CO2
Collect this Power-up to temporarily increase the damage effect of all currently stocked weapons.

CAMOUFLAGE
This Power-up makes you appear as a bee to every unit. Enemy units do not fire at you as long as you are using this costume.



SUPER BLADES
A temporary increase in maximum 'Copter speed is this Power-up's blessing.



DISORIENTOR
Grabbing this Power-up temporarily increases your firepower, but in exchange for the boost, you'll find that your 'Copter controls have been reversed.

TORTOISE POWER
True to its name, this Power-up temporarily increases your firepower but decreases maximum 'Copter speed.

BOOBY BOMB
Upon collection, this Power-up explodes, destroying all nearby units. Make sure to use this Power-up wisely, as it also damages your 'Copter and any Green allies who happen to fall in its radius.

MYSTERY BOX
Inside is a game Power-up, but which one? Pick this up to see what goodies lie inside.

ARMY MEN®

ENEMY UNITS

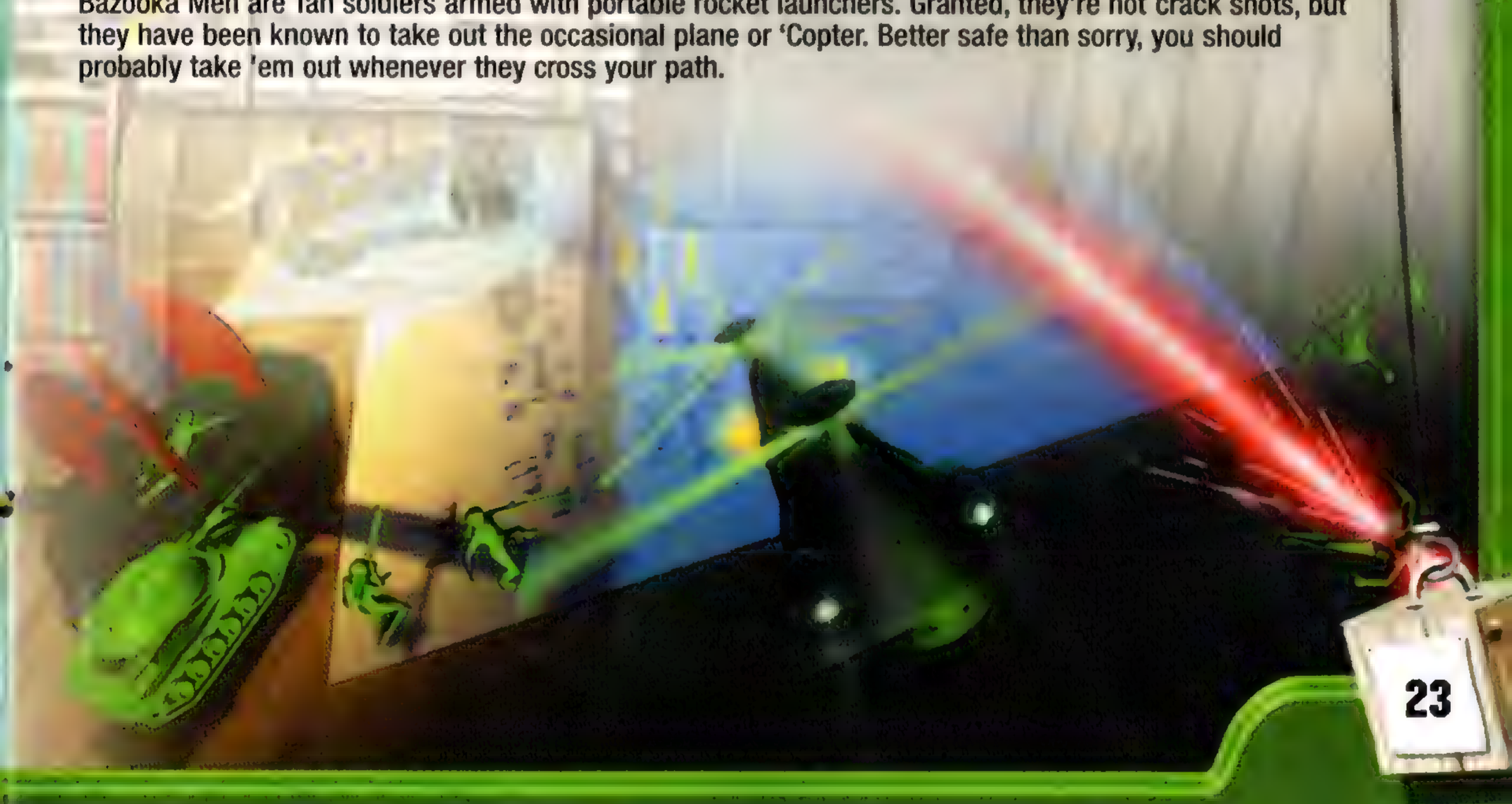
For their latest full force invasion, the Tan Army has assembled a veritable rogues' gallery of allies. Every type of unit destructive to the Green way of life has been united under their nation's banner. Intelligence has heard rumors of some sort of Tan secret technology, so be on the lookout. Here is a compilation of the Tan units for which HQ does have data.

RIFLEMEN

Riflemen are the grunts that serve as ground troops. They are the most expendable units that the Tan have to offer. While these goons may not be the strongest force on the ground, their destructive potential should not be underestimated, as they attack en masse.

BAZOOKA MEN

Bazooka Men are Tan soldiers armed with portable rocket launchers. Granted, they're not crack shots, but they have been known to take out the occasional plane or 'Copter. Better safe than sorry, you should probably take 'em out whenever they cross your path.



ARMY MEN

MILITARY VEHICLES

The Tan Army, while not as well trained as the Alpha Wolf Squadron, is still a force to be reckoned with. They have stockpiled a formidable assortment of assault vehicles and high-caliber weaponry with which to cripple the Green Nation's forces. Here's a list of hazards to watch out for:

JEEPS

These jeeps are fully loaded with an automatic machine gun and an unlimited supply of ammo to help clear out any Green forces. Not only are they fast, but lethal as well.

TANKS

Tan tanks are a fearsome bunch of heavyweights, capable of taking out just about any type of Green unit. These behemoths are slow moving, however, making them susceptible to attack. Watch out! They're deadly against your 'Copters, infantry, tanks, and structures.

HELICOPTERS

Also known as the tyrants of the air, helicopters have the ability to creep up on enemy units and turn them into flaming hunks of debris in a matter of seconds. Helicopters are armed with a heavy arsenal and are used in heavy-duty, coordinated assaults.

PT BOATS

These pint-sized boats are used for reconnaissance missions and small-scale assaults. They have the ability to sneak up on you and attack with little warning.

ZEPPELINS

Zeppelins are the titans of the sky and pack a devastating punch. What's more, they're almost indestructible thanks to thick armor and superior firepower. They're usually used in order to soften up an enemy before the ground forces are deployed.

BLUE SPIES

The Blue spies are mercenaries that make better sneaks than soldiers. Green intelligence has learned that these double-crossers have been stealing supplies. Take one of these boys out to recover the stolen goods.

ARMY MEN®

WHEN THE MISSION IS OVER

MISSION DEBRIEFING SCREEN (SUCCESS)

Congratulations on safe passage through the mission! You now have the option to Save or Continue on to the next mission. Press the ←/→ directional buttons to highlight an option and the ⊗ button to select.

CLASSIFIED FILES — TOP SECRET BATTLE INFORMATION!

1. The Winch is the most powerful and versatile weapon in your arsenal. Pick up any object in the world and use it to crush your enemy. Or, get some momentum going by swinging the object and sending it careening towards your target(s). Army Men bowling, anyone?

2. Pay close attention to the Character Pop Up Window. Mission briefings, updates, and in-game hints are all displayed through this mechanism.

3. Each helicopter and Copilot uses different weapons and has unique strengths and weaknesses. Learn the abilities of each quickly, as certain missions will be easier to complete with certain Copilots and helicopters.

4. The Tan Army has formed an alliance with the Blue Army and is using them to carry supplies and other key intelligence. Make sure to destroy all Blue units in each level.

5. Use your Overhead Radar to locate enemy units and objectives quickly.

Need help progressing through the game? Close to finishing, but need a tip to get you across the line? Call the 3DO Hint Line:

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